



TapNation



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GAME PITCH



Lumberjack Run

Runner

3D



Gameplay references



Fat pusher



Lumbercraft



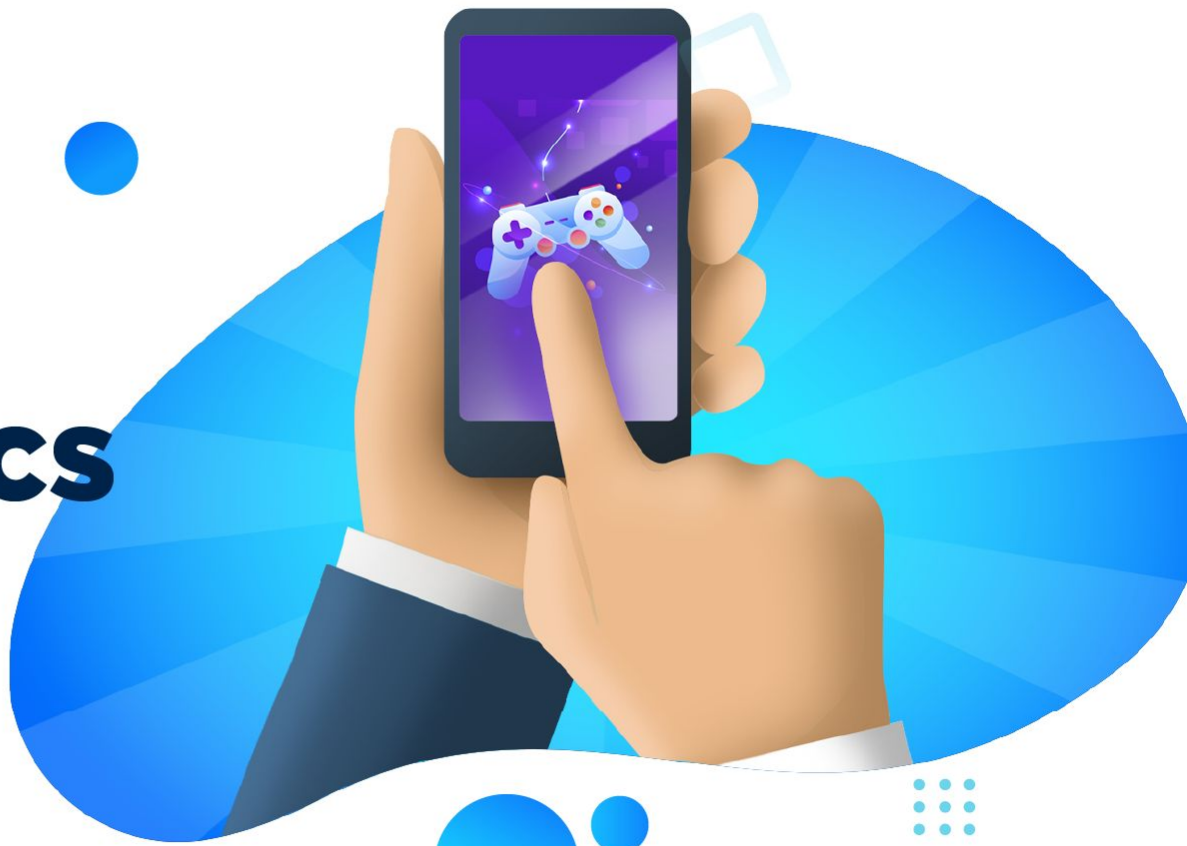
Fat pusher



Lumbercraft



Game mechanics





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In this game, you run while cutting tree in your way. Collect iron ingots to make your axe grow bigger. Use the axe to cut the trees in your way, but each time you hit a tree the axe become smaller.

Progression system



Level based (environment, opponents ...)
Unlock new skin (Character...)

How to play



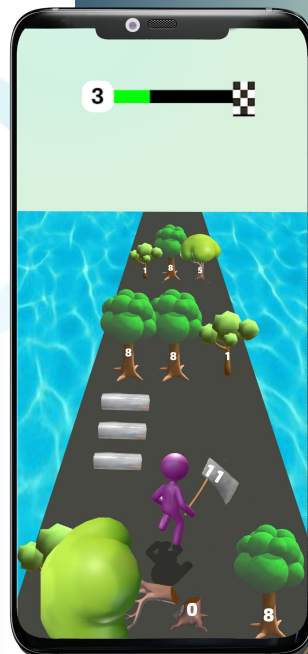
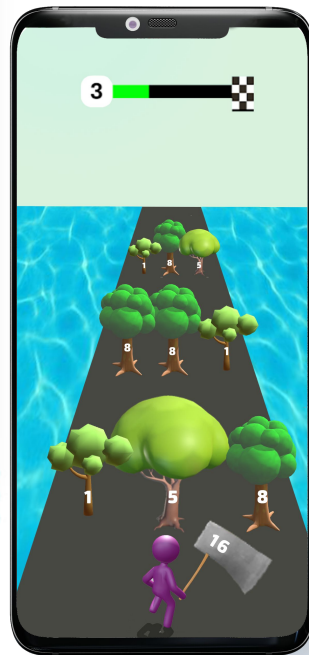
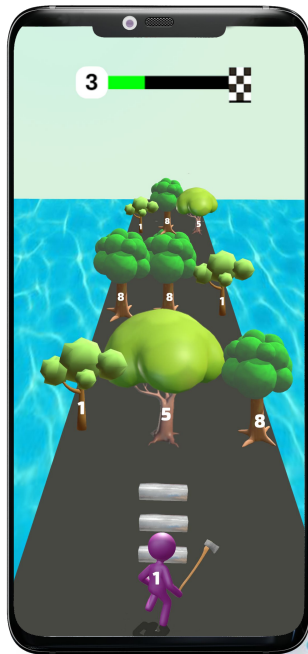
- The game begins.
- The camera is in third person view (like in **Fat pusher**).
- Character move forward automatically.
- Use hold and drag mechanic to move the character on the side.
- Character will have an axe in his hand.
- Along the way there will be iron ingots.
- Collect ingots to grow the size of the axe. Each ingots bring +5 to the axe value.
- Trees will block the way. On them is written a number.
- Character will stop moving as soon as it encounter a tree.
- Use tap mechanic to give a hit the tree.
- Each time you hit the tree, it will remove -1 from the tree **and** the axe.
- Each tap will reduce the size of the axe
- When the tree value reach 0, it cut the tree.
- Finish cutting the tree before your axe value reach 0.
- You lose if your axe value reach 0 before the tree.
- Grab the chainsaw bonus on your way. Chainsaw bonus will cut every trees in the way in one shot, for 3 seconds.
- Level is over once you cross the finish line.
- After the finish line will be a forest on a mutliplier track.
- Character will start frantically swing the axe, cutting trees and moving forward, until the axe reach 0.



Game design

- 3D
- Clean polished animation
- Very colorful color palette
- Controls has to be very responsive
- Simple UI and colorful Art Direction
- All on the satisfying aspect : haptics
- to be added, lots of visual feedbacks
- Close to **Fat pusher** for the Artistic Direction

The example below does not reflect the final graphics of the game



3





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Requirements for 1st playable

Clean and catchy overall design



Clean animation



Smooth controls and gameplay



Early and understandable tutorial



Facebook Analytics SDK



Game Analytics SDK



App store icon and screenshots



Minimum 4 different environment



Minimum 3 different skin



Minimum 2 to 3 minutes of unique
gameplay with the possibility to loop it



Minimum 4 records of 15 to 30 seconds
in 4x5 and 9x16 (Fails work better)



Delivery estimation: 10-12 days of Production

